

# Ponyfolk and Other Races



## *Expanded Race Library*

**Introduction:** This work contains two new races: Ponyfolk and Griffonfolk. It also contains alternate rules for playing as a dragon.

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# Ponyfolk

Ponyfolk come in a variety of colors, and depending on the setting might either be anthropomorphic pony-people or maybe even quadrupedal. Most Ponyfolk love to form lasting, meaningful relationships; they especially love close platonic relationships. There are three common varieties of Ponyfolk, the Equinefolk, the Pegasusfolk, and the Unicornfolk. There are also the rare Dark Ponyfolk.

## Ponyfolk Traits

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Your Ponyfolk character has the following traits.

**Ability Score Increase.** Your Charisma score increases by 1.

**Age.** Ponyfolk become adults at 16 and often live to be 100.

**Alignment.** Most Ponyfolk are good. Their strong desire for friendships tends to lead them towards benevolence. The Dark Ponyfolk are an exception; they form relationships purely to exploit them. Many Ponyfolk respect authority, but some are more stubborn in their own views.

**Size.** Ponyfolk are between 4 and 5 feet in height (or length). Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Easy Friends.** You are proficient in the Persuasion Skill.

**Special Talent.** You are proficient in one type of artisans' tools of your choice.

**Language.** You can speak, read, and write Common. Ponyfolk do not have a unique language.

## Subraces

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### Equinefolk

Equinefolk, or the basic Ponyfolk, know how to work hard. They have resilient fortitude and tremendous strength.

**Ability Score Increase.** Your Strength score increases by 1, and your Constitution score increases by 2.

**Hardy Resolve.** You are proficient in the Athletics skill.

### Pegasusfolk

Pegasusfolk, or the winged Ponyfolk, revel in the freedom their wings give them.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Wings of the Pegasus.** You have a fly speed of 30 feet and can walk on clouds. You cannot use this ability while wearing heavy or medium armor.

### Unicornfolk

Unicornfolk are naturally adept at magic due to the mystical horn that juts from their forehead.

**Ability Score Increase.** Your Intelligence score increases by 2.

**Unicorn Magic.** You know the Mage Hand cantrip. When you reach 3<sup>rd</sup> level, you can cast the *Detect Magic* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5<sup>th</sup> level, you can cast the *Hold Person* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting modifier for these spells.

### Dark Ponyfolk

Dark Ponyfolk are shapeshifters that typically use their ability to transform into others to take advantage of the loved ones of others.

**Ability Score Increase.** Your Constitution score increases by 1, and your Charisma scores increases by an additional 1 to a total of 2.

**Born Liar.** You are proficient in the Deception skill.

**Shapeshift.** You can cast the *Disguise Self* spell at-will. Charisma is your spellcasting modifier for this spell.

# Griffonfolk

Griffonfolk are a race that once held an expansive empire that, due to in-fighting among heirs and generals, is now but a shadow of its former self. Griffonfolk, whether anthropomorphic or not, have feathered upper torsos, and the beaks and wings of birds, and the lower body and tail of a lion.

## Griffonfolk Traits

Your Griffonfolk character has the following traits.

**Ability Score Increase.** Your Strength score increases by 2, and your Dexterity score increases by 1.

**Age.** Griffonfolk reach adulthood by 15 and live to be about 120.

**Alignment.** Most Griffonfolk are stubborn and tends toward a chaotic alignment. There's nothing inherent in them that pulls them towards good or evil, but those who grow up among them tend to learn to look out for oneself and to be wary of others.

**Size.** Griffonfolk range from 4 to 6 feet in height (or length). Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Language.** You can speak, read, and write Common and Griffonfolk. Griffonfolk is usually spoken with a harsh language with chirps scattered throughout, but if one chooses their words carefully it can sound like birdsong.

**Claws.** You may choose to deal piercing or slashing damage with your unarmed strike instead of bludgeoning damage.

**Superb Flyer.** You have a fly speed of 40 feet. You cannot fly while wearing heavy armor.

# Dragons

Sometimes you just want to be a dragon, not a Dragonborn, a real Dragon! So here are some fast and loose alternative rules for playing as a dragon. You don't get a class or roll for ability scores, and choosing a background is optional. You also don't gain experience or levels.

You start as a wyrmling dragon of the type of your choice (Red, Black, Gold, Silver, etc.) or if you start at higher levels, a dragon of the appropriate age; the type of dragon can't change. You start with a number of gold pieces equal to the experience value listed for a wyrmling dragon of your type. Whenever your total value of the treasure you possess increases or decreases to equal (in gold pieces) the experience value of a different age category of the dragon of your type, you change to that age category and all of your statistics change to the statistics associated with the new age category.

The associated experience values of the different dragons are provided below for convenience.

## Dragon Experience

	Wyrmling	Young	Adult	Ancient
Black	450	2900	11,500	33,000
Blue	700	5000	15,000	50,000
Brass	200	2300	10,000	25,000
Bronze	450	3900	13,000	41,000
Copper	200	2900	11,500	33,000
Gold	700	5900	18,000	62,000
Green	450	3900	13,000	41,000
Red	1100	5900	18,000	62,000
Silver	450	5000	15,000	50,000
White	450	2300	10,000	25,000